DO YOU WANT TO:

BALLY ARCADE FILE HANDLER

```
1. LOAD FROM BALLY.
```

2. DUMP TO BALLY. 3. CATALOG OF PROGRAMS.

4. TYPE TO BALLY.

5. LIST TINY BASIC PROGRAM. 6. QUIT.

IS PROGRAM LOADED? (Y/N)

ENTER PROGRAM NAME:

?TOWER OF HANOI 1 CLEAR #INPUT "HOW MANY BOXES?" R

2 @(0)=9

5 BC=159;FC=11 6 CLEAR ;A=0;C=1

10 CX=-65

11 PRINT "TOWER OF HANGI", 12 FOR X=1TO 21

14 @(X)=0;NEXT X

16 IF R>7 R=7 20 FOR T=RTO 1STEP -1

30 B=T;GOSUB 400;NEXT T 100 IF @(1)=0IF @(8)=0G0T0 900 105 IF @(1)=0IF @(15)=0G0T0 900

105 IF @(1)=0IF @(15)=0G0T0 110 GOSUB 600;GOSUB 500 130 IF B=0G0T0 110

140 GOSUB 600;GOSUB 400 160 IF B#0GOTO 140

165 A=A+1 166 CX=60 170 PRINT #3,A, 180 GDTD 100

400 D=(C-1)* 7+1 402 IF @(D)=0X=D#GOTO 430 405 FOR X=DTO 21

410 IF @(X)=0G0T0 420 415 NEXT X

420 IF B>@(X-1)GOTO 480 430 @(X)=B;GOSUB 700

440 B=0;GOTO 490 480 FOR X=1TO 5 485 MU="Z";NEXT X

490 RETURN 500 D=(C-1)* 7+1;B=0 510 FOR X=DTO 21 515 IF @(X)=0GOTO 530

520 NEXT X 530 X=X-1 540 IF X<DGOTO 585

550 B=@(X);GOSUB 700 560 @(X)=0

565 GOTO 599 585 FOR X=1TO 5 590 MU="Y" NEXT X

599 RETURN 600 IF &(16)=0MU="T";GDTD 620

610 GOTO 600 620 C=0#D=&(16) Bell.

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630 IF D=4C=1
 640 IF D=1C=2
 650 TF D=8C=3
 660 IF C=050T0 620
 690 RETURN
 700 Z=-72+36* C
 705 Y=(X-1)/ 7
 710 Y=-35+10* RM
 720 W=5* B
 730 BOX Z,Y,W,9,3
 740 MU=B
 790 RETURN
 900 CLEAR
 905 BC=6#FC=0
 906 PRINT " ".
 910 PRINT "YOU FINISHED "
 920 PRINT " THE TOWER IN", $3, A, " MOVE
 921 B=1;FOR X=1TO R
 922 B=B* 2; NEXT X
 924 A=A-B+1
 925 IF A=OPRINT "GREAT WORK" #GOTO 928
 926 IF A<R* 2PRINT "NOT TOO BAD"
 927 IF A>2* RPRINT "KEEP TRYING"
 928 PRINT " YOU WASTED", #4, A, " MOVES"
 930 PRINT "PULL TRIGGER TO PLAY"
 935 R=R+1
 940 IF TR(1)=1G0T0 2
 950 GOTO 940
>:RETURN
BALLY ARCADE FILE HANDLER
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DISK VOLUME 254
 B 010 TWO THOUSAND AD
 I 006 ASSEM (DUMP TO BALLY)
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B 003 DUMP TO BALLY (\$4800) I 007 ASSEM (LOAD FROM BALLY)

I OO6 ASSEM (PRINT BALLY)
B 007 MASTERMIND
B 007 HUSIC WRITER
B 009 YAHTIZEE
B 009 CONNECT FOUR
B 009 BLACK BOX
B 007 FOLLOW THE ARROWS
B 008 CONCENTRATION
B 014-SUB HUNTER
B 009 SLOT MACHINE
B 009 SLOT MACHINE
B 007 SLOT MACHINE
B 007 GRBITER
B 008 OTHELLO
B 008 TOWER OF HANDI
B 012 HAMMURABI

A 009 HELLD